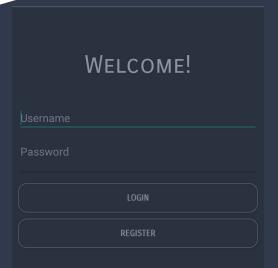
Group 0617 Presentation

- Tzu-Ching Yen
- Jiahe Lyu
- Zhuoyue Lyu



Tzu-Ching Yen:

- Design and implement the game "Memory"
- Implemented feature to make "Sliding Tile" game solvable
- Unit tests for some of "Sliding Tile" and most of "Memory"

Jiahe Lyu:

- Design and implement the game "2048"
- Extract similar classes to a generic superclasses
- Unit tests for all about game "2048"

Zhuoyue Lyu:

- Refactor activity classes (Follow MVC pattern) and wrote the Instrumented tests for the controllers
- Connect the database and scoreboard with 2 new games.
- Redesign the UI and regroup classes into 5 packages

Memory Game& Game Related Classes

Presented by:

Tzu-Ching Yen

- GenericBoard
- GenericBoardManager
 - GenericTile



2048 Game& Generic Activities

Presented by:

Jiahe Lyu

- GenericGameActivity
- GenericStartingActivity



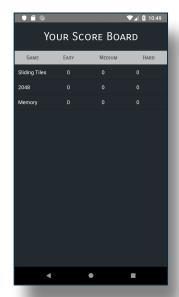
Database & Scoreboard

Presented by:

Zhuoyue Lyu

Involved:

- SQlite database
- Adapter pattern
- MVC pattern



Testing

Test Summary

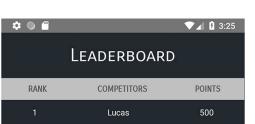
13 0 3.492s tests failures duration

100% successful

Packages Classes

Class	Tests
group 0617.csc207.gamecentre.DatabaseHelperInstrumentedTest	6
group 0617.csc207.gamecentre.gameSlidingTiles.GameActivityControllerTest	1
$\underline{group\ 0617.csc207.gamecentre.viewAndController.LeaderboardActivityControllerTest}$	2
group 0617.csc207.gamecentre.viewAndController.MovementControllerTest	1
$\underline{group\ 0617.csc207.gamecentre.viewAndController.ResultBoardActivityControllerTest}$	2
group 0617.csc207.gamecentre.viewAndController.ScoreboardActivityControllerTest	1





2	Brady	333
3	Lily	277

Thank you!

We really appreciate your time~